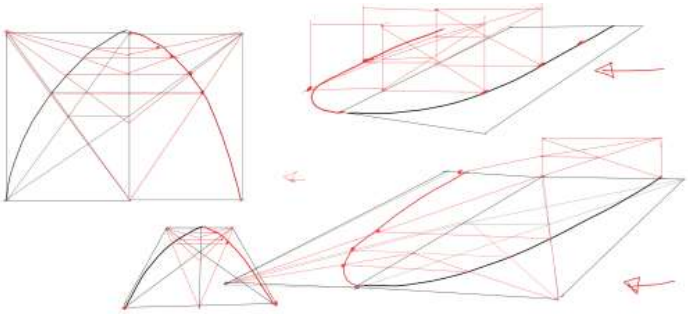
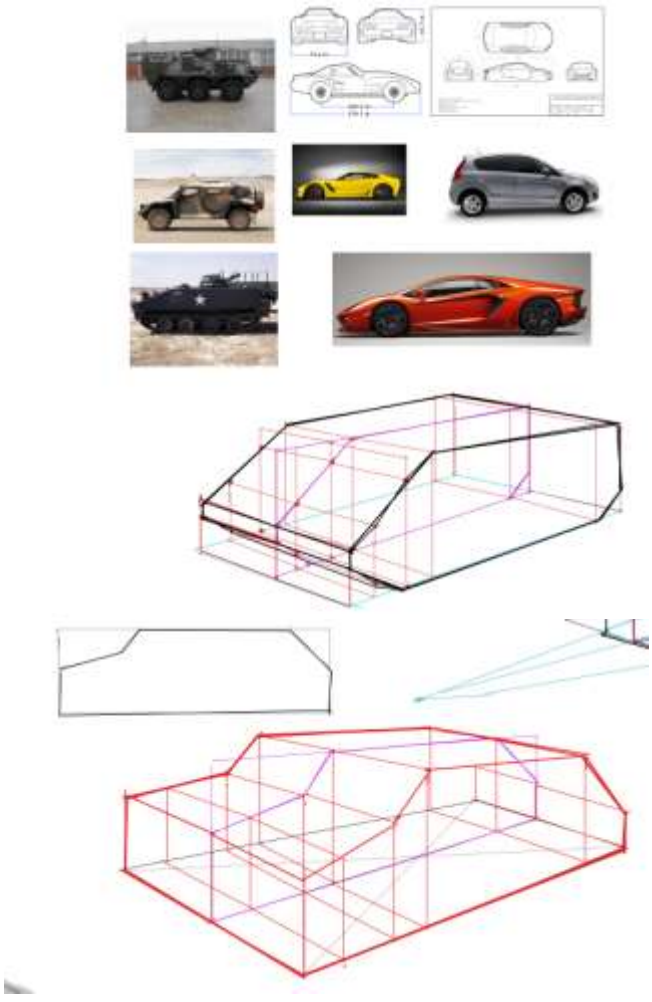
STUDY GUIDE

This video covers several months of study. Do not attempt to complete it all at once. Digest it in chunks. Practice each section patiently. This is enough material to sustain you for at least half a year if you are starting out completely new to perspective drawing of vehicles. Print out this sheet. I deliberately left large portions of it empty for you to take notes and follow along with exercises as you watch the video.

1. Arches and how to duplicate them (pg 41)



2. Modifying Mid Planes



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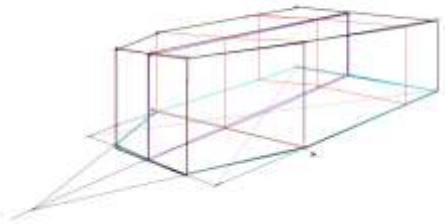
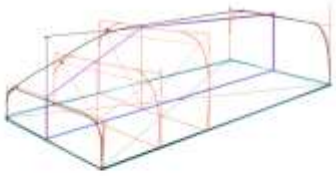
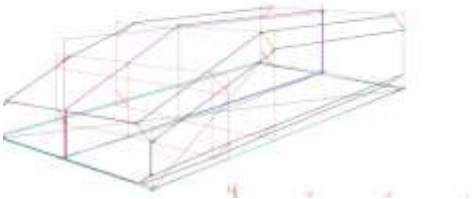
3. Modifying Ground Planes

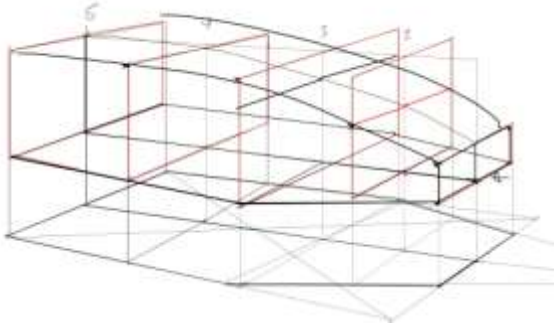


4. Modifying the modeling planes

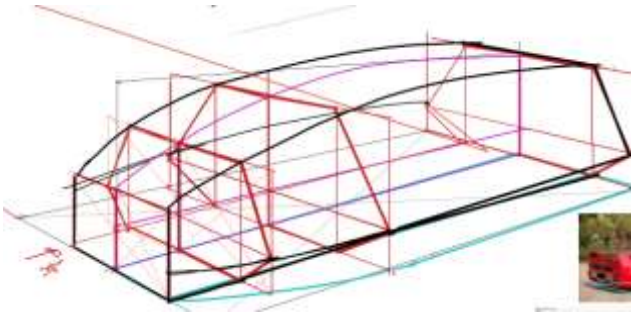




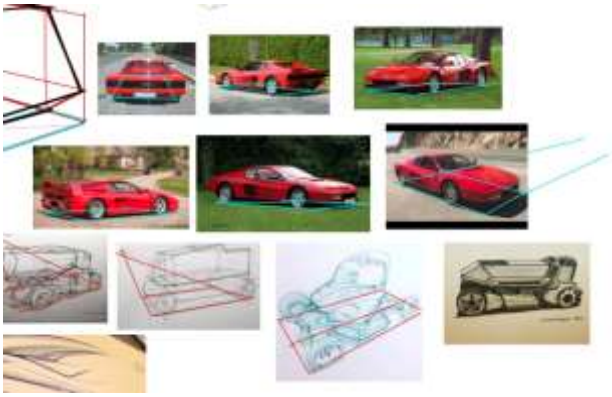
5. Creating floating forms



6. Creating sweeping cut lines



7. Studying camera lenses



Things to check out in Scott's book after you've grilled this material

1. Mirroring in perspective
2. Mirroring rotated and tilted planes
3. Anything to do with drawing real vehicles (be patient)
4. The staircase example pg 77 (if you can get through this, your spatial awareness is getting solid)
5. Everything from page 85 to 100 is really nice practice